User’s manual

Scout Plus

Version 2.200

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0.System requieriments

Minimum requirements

Operating System

Windows VISTA with Service Pack 2 (32 or 64bits)
Windows 7 with Service Pack 1 (32 or 64bits)
Windows 8 (32 or 64bits)

Hardware

RAM Memory: 2GB
Processor: Intel© Core 2 Duo 2 GHz or similar
Video memory: 256MB dedicated memory (not share with general RAM)
Screen resolution: 1366 x 768
At least 300MB free hard disk space to install software

Recommended requirements

Operating System

Windows 7 with Service Pack 1 (32 or 64bits)
Windows 8 (32 or 64bits)

Hardware

RAM Memory: 4GB
Processor: Intel © Core i7 or equivalent
Video memory: 512MB dedicated memory (not share with general RAM)
Screen resolution: 1920 x 1080
At least 300MB free hard disk space to install software

Minimum requirements necessary to...

Capture and register actions in real time

Using video cameras via FireWire:

1x FireWire port (IEEE1394) or 1x PCMCIA (Expresscard) free Slot to add external FireWire Port

Using hard disk video camera and USB Digitizer (e.g. Hauppauge USB Live-2):

1x USB2 or USB3 port

Overhead projector or secondary monitor

1x HMDI (recommended) port or 1x VGA port

Video storage

Computer hard disk or external hard drive USB2 or USB3 can be used to store videos.

Useful links

FireWire: http://en.wikipedia.org/wiki/IEEE_1394
CPUs: http://www.cpubenchmark.net/
HDMI: http://en.wikipedia.org/wiki/HDMI
VGA: http://en.wikipedia.org/wiki/VGA_connector
External Hard Drive:
http://www.amazon.com/External-Hard-Drives-Storage-Add-Ons/b?ie=UTF8&node=595048

1. Keyboard shortcuts

1.1 Video player

1.2 Timeline

1.3 Category template

1.4 General shortcuts

1.1 Video player

M: Play frame by frame. Press once to advance just one frame. Keep pressed to play the video continuously.

N: Rewind frame by frame. Press once to rewind just one frame. Keep pressed to rewind the video continuously.

B: Play at 3X speed. Press once to play.

V: Rewind at 3X speed. Press once to rewind.

Left/right arrow keys: Short jump through video with configurable time.

Up/down arrow keys: Medium jump through video with configurable time.

Shift + left/right arrow keys: Long jump through video with configurable time.

Spacebar: Play/pause video.

Shift + Enter: Full screen video playback.

Esc: Return to previous video play size from full screen. To switch between full screen and previous video play size, double click on the title bar of the respective window.

L: Continue the video after playing a record.

> **Note:** You can also see the video player short cuts while registering in the **Video Opt** tab in the register control window.

1.2 Timeline

1: Play next register (action) in the selected register.

2: Play previous register (action) in the selected register.

3: Add selected register to a selected list from the presentation.

Insert: Add a selected register to the selected list from a presentation.

C: Create register in a selected category.

Del: Delete selected register/s.

A: Go to the following category.

Q: Go to the previous category

Control+T: Hide/ show Timeline

> **Note**: whilst the Timeline is hidden, registers can be only viewed by categories and not in chronological order.

1.3 Category template

Click + drag: Move selected buttons

Alt + click + drag the bottom-right corner of a button: Change size of a button.

Hold Ctrl + click: Select multiple buttons individually.

Click on the background and drag: select multiple buttons at once

Control+Z : Undo changes.

Double click: Create a button which behaves as a category

Ctrl + double click: create a button which behaves as a descriptor

1.4 General shortcuts

Shift + P: Show all opened windows. If you close **Nacsport Scout Plus** with one or several windows on a secondary monitor or projector, those windows will not be shown if you open the program again without connecting the secondary monitor or projector. This combination of keys fixes this problem.

I: Sets the START for the selected register to the current video position. (Timeline and presentations)

O: Sets the END for the selected register to the current video position. (Timeline and presentations)

Ctrl: Open window for independent text notes while registering

2. Quick guide

2.1 Real-Time register

2.2 Viewing and recording from file

2.3 My analysis

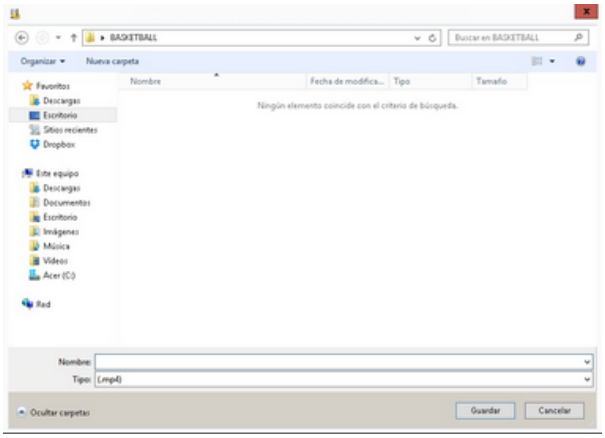
2.1. Real-Time register

Real-Time register is the environment where videos can be viewed from an external source (video camera, video converter, etc.) connected to the FireWire port of the computer. While a video file is being created (digitized) with external images, user can use a category template to register actions.

In other words, both video and actions register are created simultaneously. At the end of the event, user will have all the actions in a Timeline, where they can be easily analysed and managed.

1.- Click on 'Real-Time Register' on the main menu.

2.- Enter the name of the video file to be captured. Then click on 'Save'.



3.- The video will be in .MP4 format and compressed quality.

4.- Open or create a category template to record the actions of the generated video.

To create a category template, click on .

To open a category template, click on .

With this version of the program, you can **configure your button template on two levels**:

A primary level (**4.1 Categories**) and other secondary level (**4.2 Descriptors**).

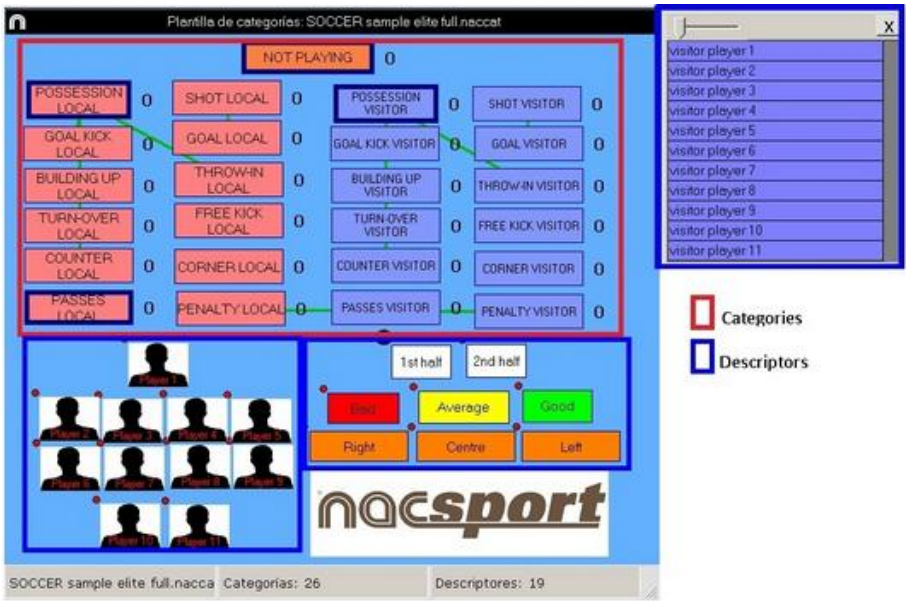
You can relate a primary action with one or two (or more) secondary actions when you are registering, as all buttons are independent.

This program (**Nacsport Scout Plus**) offers unlimited buttons to distribute between categories and descriptors.

4.1 categories

If you have selected 'Create new category template', users should insert the desired categories (buttons) by typing the name on the **New Name box** by clicking [+].

Template example:



4.2 Descriptors:

Descriptors define how, when and where the registered actions take place. We could say that descriptors are like 'adjectives' to categories.

In order to ensure that all registers are classified in the best possible way, when actions are registered (by clicking on the appropriate button), users can also click respective descriptors which are defining them.

For example:

Categories (actions) = possessions, faults, corner kicks, goals...
Descriptors (players) = Lehman, Jansen...
Descriptors (periods) = 1st half, 2nd half...
Descriptors (locations) = right, centre, left...
Descriptors (quality) = well done, bad...

User can register actions and click descriptors as follows:

Corner kick (click) + 1st half (click) + right (click) + well done (click).

4.3 Creating descriptors:

User can create descriptors in two different ways (See picture 4.1):

1-On the category screen:

Click a button in the template and then click option **It behaves as a DESCRIPTOR**.

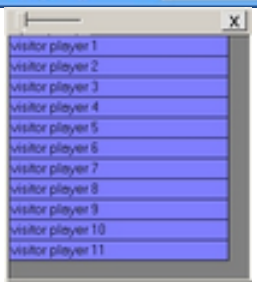
2-As an independent descriptor template:

Click to open the following window. To add descriptors, enter the desired name and click .

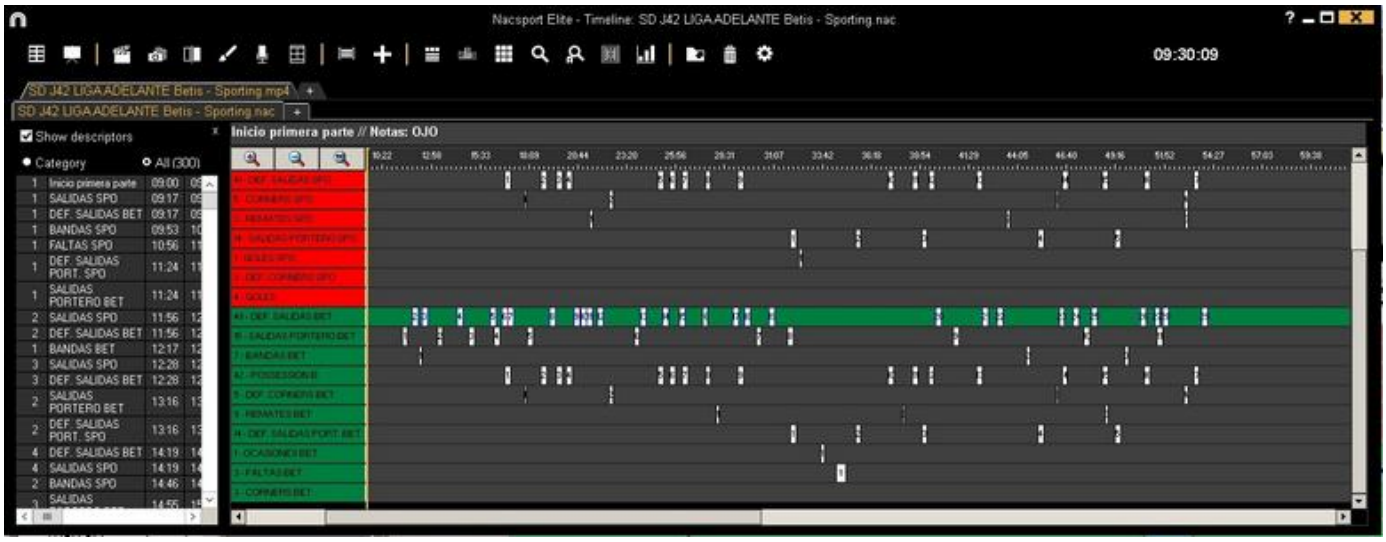
5.- To start the video capture, click .

Then click the categories (buttons) created for that purpose as they arise.

To pause, click . In order to play, compare, classify or change the recorded actions, click to open the record editing environment (Timeline).



6.- This environment contains all the recorded actions which are shown by categories (rows) in an intuitive Timeline.



These are all the available **Timeline options**:

- Zoom : To maximise or minimise the Timeline. To show the entire Timeline, click .

- Change the start or end of a record: Place cursor on the left (start) or right (end) of the record and when it changes to , then left click and drag it in one of the two possible directions.

- Temporary displacement of record (without affecting its length): Place cursor in the middle of the record and when it changes to , then left click and drag it in one of the two possible directions.

- Add category (row): Right click on the name of a category (row) and select **Add row**. Then enter a name and click **Ok**. Timeline would have a maximum of 50 categories or rows (depending on the number of categories previously created in the buttons template)

- Edit category name (row): Right click on the name of the category to be edited, select **Edit category name** and click .

- Delete category (row): Right click on the name of the category to be deleted, select **Delete row** and click on **Yes**.

- Duplicate category (row): Right-click on the name of the category to be duplicated and select **Duplicate row**.

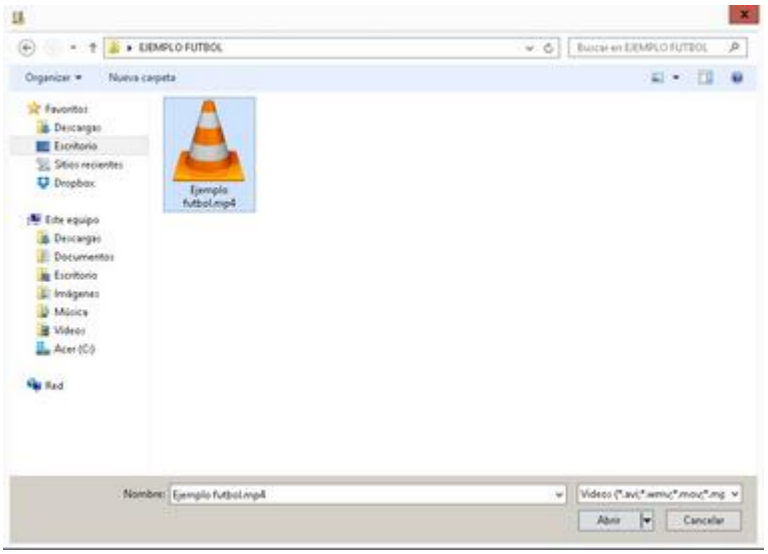
-**Timeline's tools:** See section 5.2

2.2 Viewing and recording from file

This is the environment where a video file can be seen and actions are recorded in the category template created by the user.

1.- Click on Register from File **on main menu.**

2.- Select the video file you wish to watch and click Open.



3.- Open or create a category template to record the actions of the generated video

To create a category template, click .

To open a category template, click

With this version of the program, you can **configure your button template on two levels**:

One primary level (**3.1 Categories**) and other secondary level (**3.2 Descriptors**).

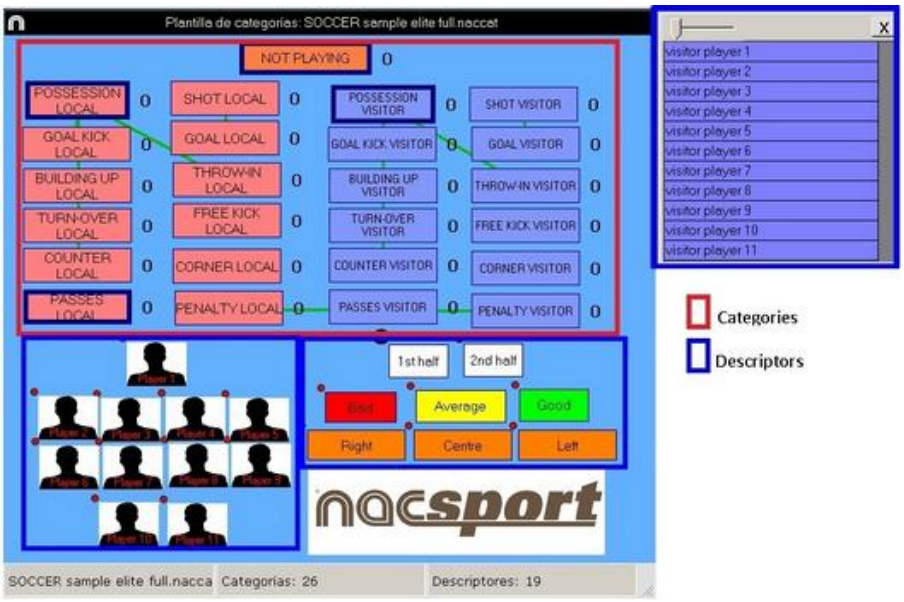
You can relate a primary action with one or two secondary (or more) actions when you are registering, as all the buttons are independent.

This program **(Nacsport Scout Plus)** offers unlimited buttons to distribute between categories and descriptors.

3.1 categories

If you have selected **Create new category template**, insert the desired categories (buttons) by typing the name on the **New Name box** clicking [+].

Template example:



3.2 Descriptors:

Descriptors define how, when and where the registered actions take place. We could say that descriptors are like 'adjectives' to categories.

In order to ensure that all registers are classified in the best possible way, when actions are registered (by clicking on the appropriate button), users can also click on the respective descriptors to define them.

For example:

Categories (actions) = possessions, faults, corner kicks, goals...
Descriptors (players) = Lehman, Jansen...
Descriptors (periods) = 1st half, 2nd half...
Descriptors (locations) = right, centre, left...
Descriptors (quality) = well done, bad...

User can register actions and click on descriptors as follows:

Corner kicks (click) + 1st half (click) + right (click) + well done (click).

3.3 Creating descriptors:

User can create descriptors in two different ways (See picture 4.1):

1-On the category screen:
Click the button you want and then click the option **It behaves as a DESCRIPTOR**.

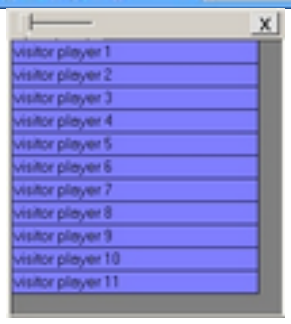
2-As an independent descriptor template:

Click . to open the following window. To add descriptors, enter the desired name and click .

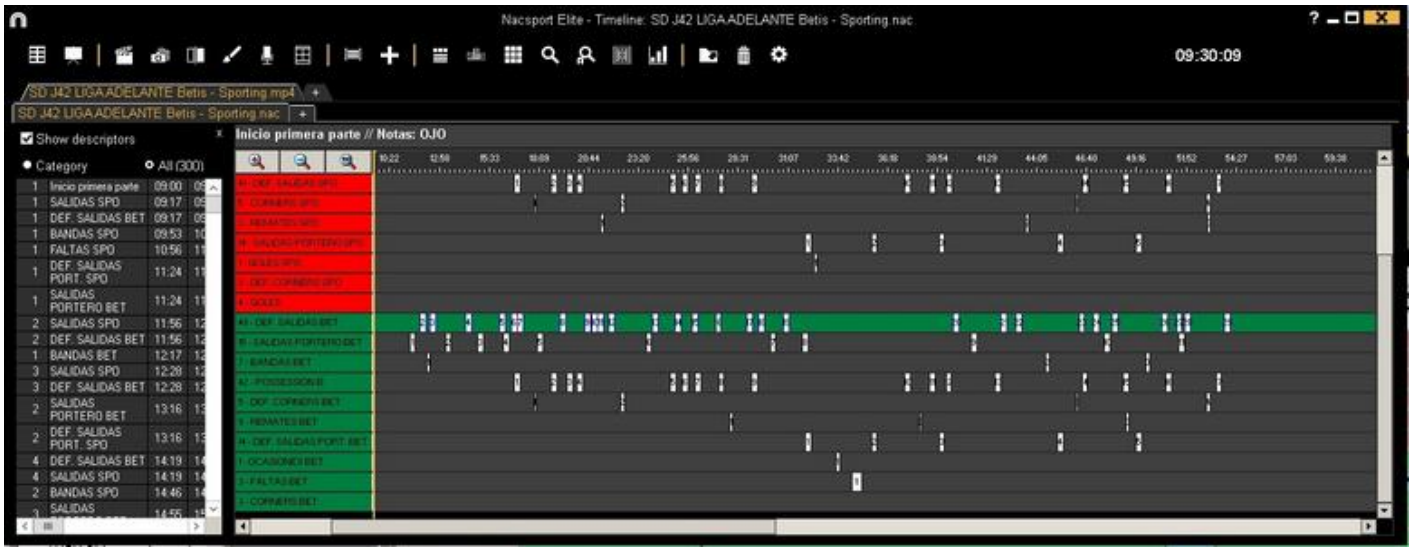
4.- To record actions

Click or **Record actions**, then click the video to play and finally click categories (buttons) created for that purpose, as they arise.

To pause, click the video image. To play, compare, classify or change the recorded actions, click to open the record editing environment (Timeline).



5.- This environment contains all the recorded actions which are shown by categories (rows) in an intuitive Timeline



These are all the available **Timeline options**:

- Zoom : To maximise or minimise the Timeline. To show the entire Timeline, click .

- Change the start or end of a record: Place cursor on the left (start) or right (end) of the record and when it changes to , then left click and drag it in one of the two possible directions.

- Temporary displacement of record (without affecting its length): Place cursor in the middle of the record and when it changes to , then left click and drag it in one of the two possible directions.

- Add category (row): Right click on the name of a category (row) and select **Add row**. Then enter a name and click on **Ok**. Timeline would have a maximum of 50 categories or rows (depending on the number of categories previously created in the buttons template).

- Edit category name (row): Right click on the name of the category to be edited, select **Edit category name** and click .

- Delete category (row): Right click on the name of the category to be deleted, select **Delete row** and click **Yes**.

- Duplicate category (row): Right-click on the name of the category to be duplicated and select **Duplicate row**.

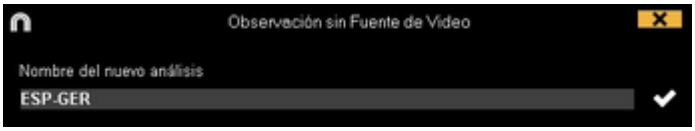
2.3 Register without Video Source

Actions from a sport event can be registered without a video opened or a capture device connected to the computer. For example: while one person is recording a sport event, another one can be on the other side of the pitch registering actions.

Once the event is over, the database can be linked to and synchronized with the registered actions on the respective video.

1.- Click Register without Video Source

2.-Choose the name of the file to generate and click .



3.- Open or create a category template to record the actions of the generated video.

To create a category template, click .

To open a category template, click ..

With this version of the program, you can **configure your button template on two levels**:

One primary level (**3.1 Categories**) and other secondary level (**3.2 Descriptors**).

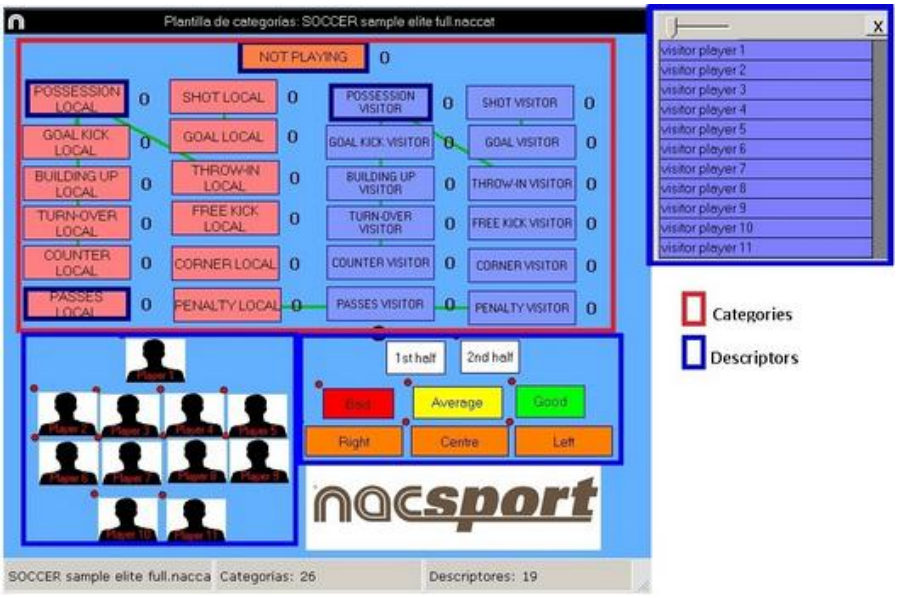
You can relate a primary action with one or two secondary (or more) actions when you are registering, as all the buttons are independent.

This program (**Nacsport Scout Plus**) offers unlimited buttons to distribute between categories and descriptors.

3.1 categories

If you have selected **Create new category template**, insert the desired categories (buttons) by typing the name on the **New Name box** clicking [+].

Template example:



3.2 Descriptors:

Descriptors define how, when and where the registered actions take place. We could say that descriptors are like 'adjectives' to categories.

In order to ensure that all registers are classified in the best possible way, when actions are registered (by clicking the appropriate button), user can also click respective descriptors to define them.

For example:

Categories (actions) = possesions, faults, corners, goals...
Descriptors (players) = Lehman, Jansen...
Descriptors (periods) = 1 time, 2 time...
Descriptors (locations) = right, centre, left...
Descriptors (quality) = good, bad...

User can register actions and click on descriptors as follows:

Corners (click) + 1 time (click) + right (click) + good (click).

3.3 Creating descriptors:

Users can create descriptors in two different ways (See picture 4.1):

1-On the category screen:

Click the button you want and then click option **It behaves as a DESCRIPTOR**, or keeping pressed the Control key and double clicking the category template's background.

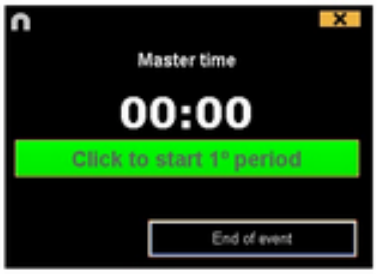
2-As an independent descriptor template:

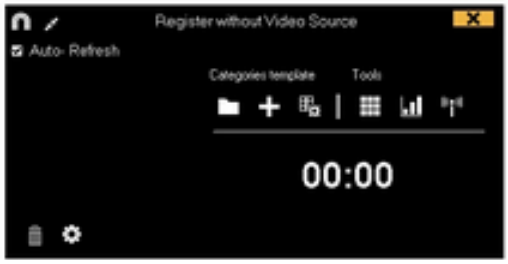
Click . to open the following window. To add descriptors, enter the name and click .

4.- To record actions

Click or **Record actions.**

Click Click to start 1º period to start registering and then click categories (buttons) created for that purpose, as they arise.



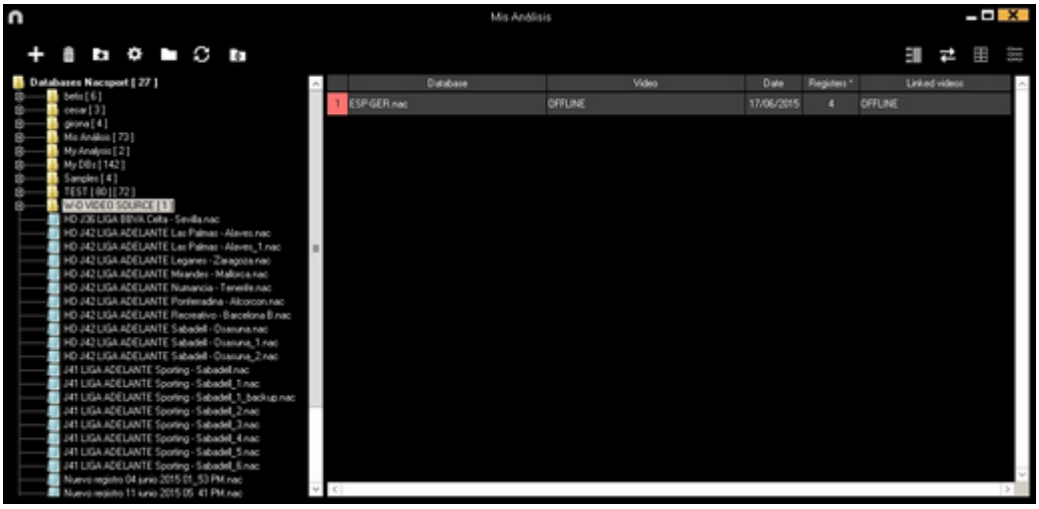


To stop registering the event click End of event.

5.- Link databases with a video

When registering a event without video source it is necessary to link the created databases with a video in order to get access to the Timeline. To do this click **My analysis.**

Select database you want to link with (it will be shown in red due it has no video).

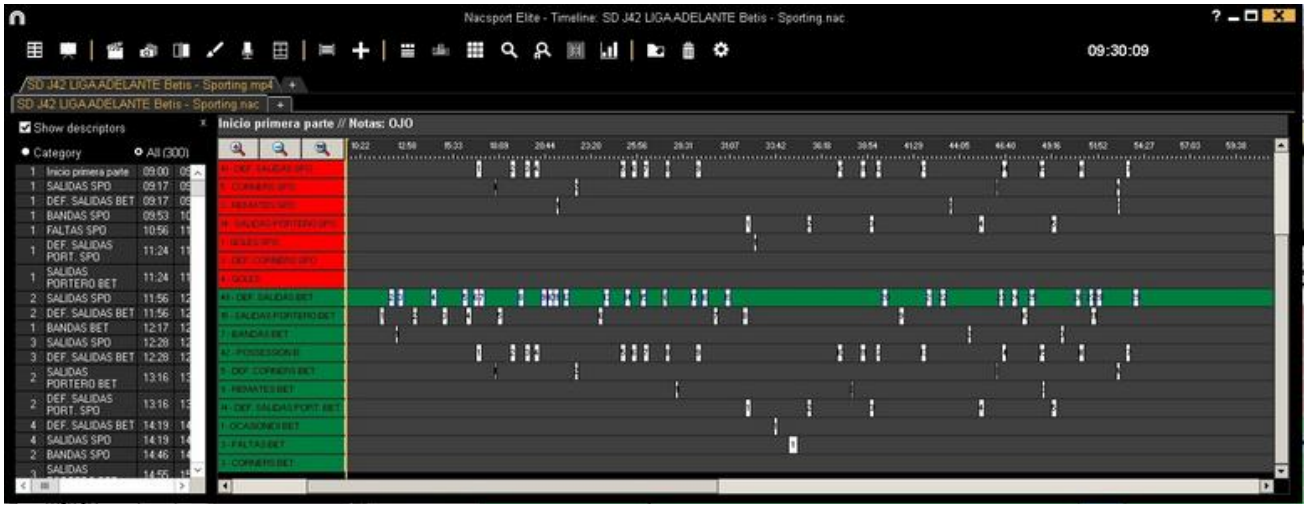


Double click the database and click on

Select the video and click **Open.**

To play, compare, classify or change the recorded actions, click to open the record editing environment (Timeline).

6.- This environment contains all the recorded actions which are shown by categories (rows) in an intuitive Timeline.



These are all the available **Timeline options**:

- Zoom : you can maximise or minimise the Timeline. To show the entire Timeline, click .

- Change the start or end of a record: position the cursor on the left (start) or right (end) of the record and when it changes to . Left click and drag it in one of the two possible directions.

- Temporary displacement of record (without affecting its length): place the cursor in the centre of the record and when it changes to , left click and drag it in one of the two possible directions.

- Add category (row): Right-click a category (row) and select **Add row**. Then enter a name and click **Ok**. Timeline can stand a maximum of 50 categories or rows (Depending on the number of categories previously created in the buttons template).

- Edit category name (row): Right-click the category to be edited, select **Edit category name** and click .

- Delete category (row): Right-click the category to be deleted, select **Delete row** and click **Yes**.

- Duplicate category (row): Right-click the category to be duplicated and select **Duplicate row**.

2.4 My analysis

In this environment, you can consult all the Nacsport databases created or imported by the user.

To access presentations, timeline or the viewing and record environment, double click to database (green means available) and select your preferred option.

You can also open several databases at once by selecting the databases you want and then clicking

If the database is in red, this means the associated video is in a different location than the last time it was used, it has a different name or the video has been deleted. If the video is still available, it can be associated by double clicking the red database and searching for it.

Following actions can be performed:

- Create subfolders: click the desired folder and then click .
- Delete folders (and the databases they contain) or databases: click the desired folder and then click **.**

- Assign favourite folder: click the desired folder and then click .

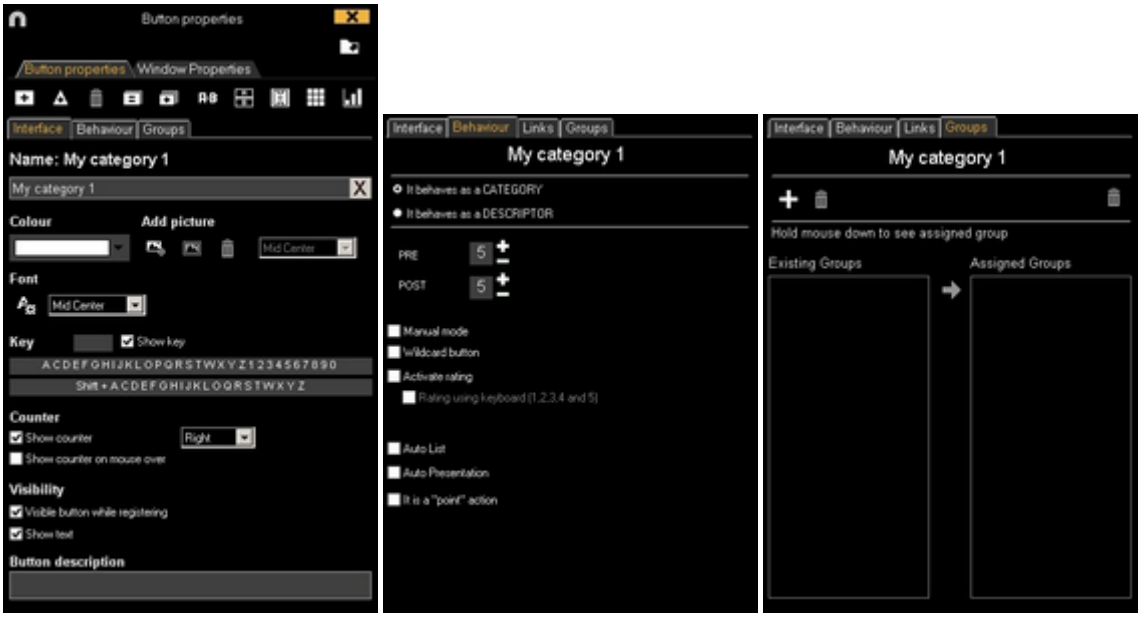
- Select folder directory: click and select directory.

3. Categories template

3.1 Categories template icons

3.2 Categories template creation

3.1 Categories template icons



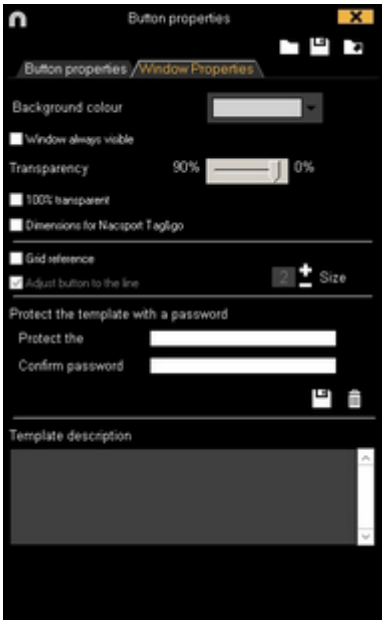
A) Button properties

Create a new category (button).
Create a customized button.
Delete all categories created in actual template.
Open window to rename and save category template.
Add properties of the blue highlighted category to other selected categories.
Clones selected category (button).
Make a window with independent descriptors
Order the data matrix
Make a dashboard
Export the template to Tag&Go
Open an already created template

a) Interface

Open the window to customize font and colour of the category.
Open the window to add an image to a category (button).
Fit the size of the image to the size of the category.

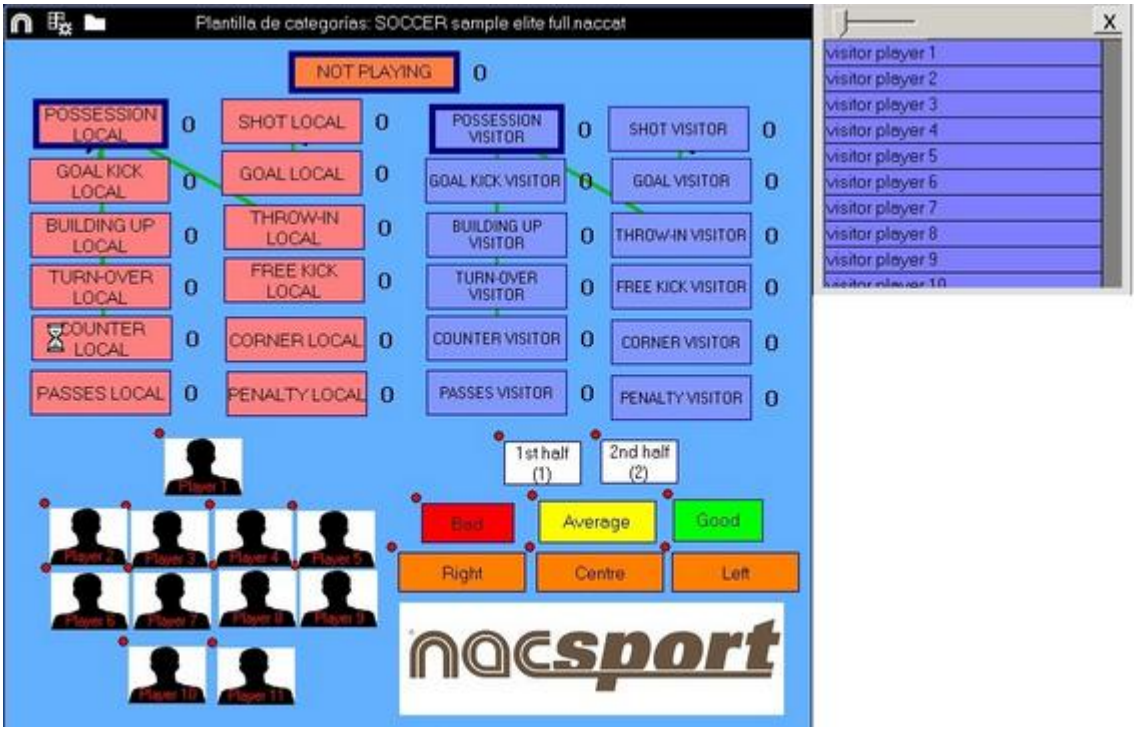
B) Categories window properties



Lock categories template with password.

Delete password

3.2 Creating categories templates



This program version allows user to **configure your button template on two levels**:

One primary level (**4.1 Categories**) and other secondary level (**4.2 Descriptors**).

You can relate a primary action with one or two secondary (or more) actions when you are registering, as all the buttons are independent.

This program offers unlimited buttons to distribute between categories and descriptors.

1. Categories

Insert categories (buttons) you wish by clicking

By default, created categories are automatic (a preset time will be recorded before and after the moment you click on the button), but you will also be able to create manual categories (so you will have to click on the button to start recording and then at the end of the action to stop registering).

To change the preset time of the automatic categories, click

.

To change automatic categories into manual categories, click

.

2. Descriptors:

Descriptors define how, when and where the registered actions take place. We could say that descriptors are like 'adjectives' to categories.

In order to ensure that all registers are classified in the best possible way, when actions are registered (by clicking on the appropriate button), user can also click on the respective descriptors with to define them.

For example:

Categories (actions) = possessions, faults, corner kicks, goals...
Descriptors (players) = Lehman, Jansen...
Descriptors (periods) = 1st half, 2nd half...
Descriptors (locations) = right, centre, left...
Descriptors (quality) = well done, bad...

Users can register actions and click on descriptors as follows:

Corners (click) + 1 time (click) + right (click) + good (click).

You can also add descriptor to already registered action by click on the register and then on the descriptor you want.

3. Create descriptors:

Users can create descriptors in two different ways:

1-On the category screen:

Click the button you want and then click option **It behaves as a DESCRIPTOR**

2-As an independent descriptor template:

Click to open the following window. To add descriptors, enter the desired name and click .

Descriptors can also be added automatically, without clicking them, if you select

. This option can be changed from the register window by right-button click on the descriptor.

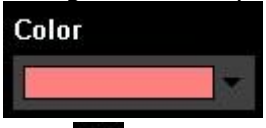
4. Other options for creating categories templates

4.1 Graphical options (size, color , pictures, etc.) of the buttons.

To change the place of a button, click and drag it .

To change the order of the button, right click with the mouse on the button and select **Send to the back** or **Send to the front**, with this option, user will be able to bring buttons to front or send them to back as if they were layers.

To change the size of a button, keep pressing the ALT key and drag the lower right corner of the button

To change the color of the button click 

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To add an image (picture) to a button, click and then click to fit the size of the image to the button.

To change the font and text colour of a button, click **.**

To undo last change, press Ctrl+Z.

To show/hide a button during action's registering click

From Window Properties tab:

To show/hide the background grid click

To adjust the button to a line of the background grid click

You can change the size of the lines od the background grid by setting a number in the

box

To Create templates with predefined Nacsport Tag&go size select **Tag&go dimensions**

4.2 Equalize properties and clone buttons

To equalize properties of buttons (categories or descriptors), choose buttons that you want, click and choose the properties to equalize.

To clone a button (all the properties of the new button will be the same than the original one) choose a button, click and select the amount of buttons you want to create.

4.3 Add hot keys

Select a button and then choose one of the keys in the list shown below.

4.4 Exclusion property for manual categories

This property is conceived to avoid opposite manual categories being opened at the same time.

Example:

Categories such as **Home Team Possession** and **Away Team Possession** cannot be opened at the same time as they are opposite conditions. Including the exclusion property between these categories, when clicking on **Home Team Possession**, then **Away Team Possession** will be automatically closed.

If you want to do what is explained before, follow these steps:

1- Choose **Home Team Possession** category.

2- Click exclusions tab and look for **Away Team Possession** category in the list and check it.

4.5 Lock category templates with a password

Follow these steps :

Click on **Windows properties** tab**.**

Type the password you want in the box under **Protect the template with a password.**

Type the same password in the box under **Repeat password.**

Click to check that both passwords are the same.

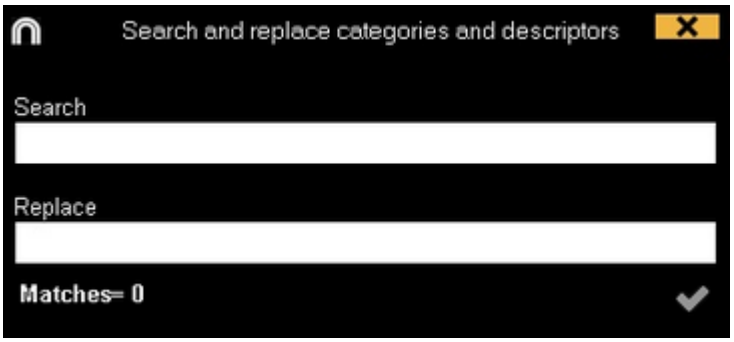
If you want to delete the password to set a new one or leave it without password, click .

4.6 Search and replace text in buttons:

Follow these steps:

a) Click icon.

b) Insert text to be searched. Coincidences will appear as text is typed.



c) Insert new text to replace searched one.

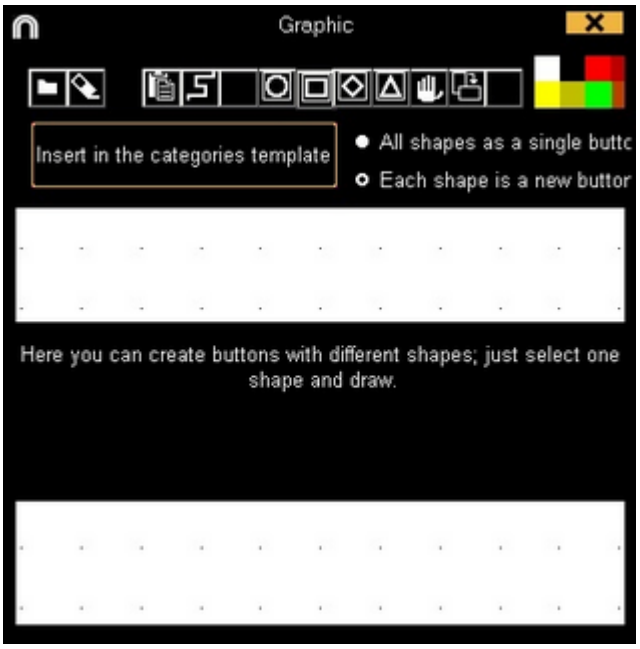
d) Click icon.

4.7 Customized shape button:

Instructions:

1- Click on icon.

2- Draw the shape you want for you new button.



To use an image as a button click and look for the image you want.

By default each shape will be a new button. If you want to create a new single button with all the shapes you have drawn click on **All shapes as a single button.**

3- click on **Create new button**

4.8 Change the order of the data matrix

With this tool you can change the order of the categories and descriptors in the data matrix.

Click the icon

Select the category or descriptor you want to replace, then drag and drop it where you want.

4.9 Export templates to Nacsport Tag&go

Click and select Export template to Nacsport Tag&go

4.10 Category rating.

With this property you can give a rating (from 1 to 5) to the category you click, this will help you to find in a better way the registered actions once you are in the Timeline.

To use this property follow these steps:

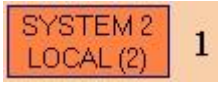
1- Select a button and click on the **Activate rating** option in the **behaviour tab**.

2- During the register of actions select the rating of each category by clicking on the category and then on the rating that will pop up.

3- Once in the Timeline click on and choose the rating which categories you want to show.

Note: You can use the keyboard to add a rating using the number keys from 1 to 5. In the case you are using keyboard shortcut for you categories and they are any number key between 1 and 5 you should activate the "Rating using keyboard (1,2,3,4,5)" property. With this property you can use the keyboard for both, registering actions and adding ratings. Please follow these steps

1- Pres the number key (1,2,3,4,5) to register the category with the corresponding shortcut



The category rating will be automatically opened.

2- Set the rating you want by pressing the corresponding key (1,2,3,4,5) o close the rating by pressing Esc.

Register with a rating:

Register without a rating:

4.11 Groups of buttons

With this property you will be able to make groups of different buttons. To do this clic on the tab "Groups", choose the button you want and clic on and type the name of the group.

Example:

To make a group of player choose the players (John, Bob, James)

clic on and type a name for the group

. Now those 3 players are part of the same group

4.12 Dashboards

Charts

The charts will allow you to see a graphical representation of the actions happened in the event, making easier to understand what happened during the event

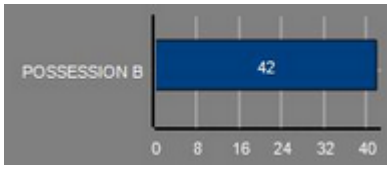
To create a dashboard click on and select "make a new chart"

Choose the kind of chart you want to make and then click on the categories and descriptors you want to show. The pie and donut charts can only contain a single category in the case of adding descriptors, the lines chart can contain only categories or only descriptors

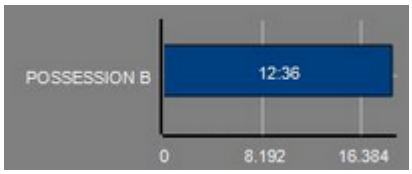
To change the colour of any element in the chart click on it and choose the color you want. To add the same color to all the elements you are adding to the chart clic on "Same colour for each series"

To show the amount of time during an action took place instead of the amount of action happened click on

Amount of actions happened:



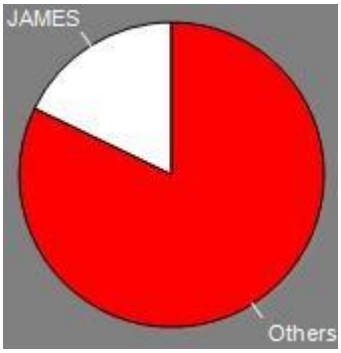
Amount of time during the actions took place:



To create a chart relative to a group select any of the pie or donut charts and click on the categories or descriptors you want to see, then click on "Relative to a group" and choose the group which contains the categories or descriptors you selected before. Now the chart show the value of the action selected in relation to the total amount of the group

Example:

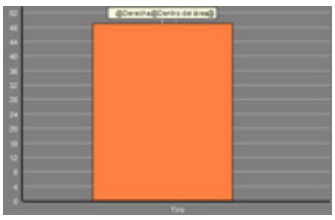
If you select a player relative to a group which contains the total amount of players you can see participation of a player in relation the participation of the rest. To do this select the player you want, select "Relative to a group" and select the group which contains all the players.



To creat a chart which works as a filter click on the category you want, then on the descriptors you want and lastly on "Filtered mode", when this option is active you will only see the categories which contains all the descriptors selected

Example:

To see all the shot on the right in the area select the category shots, the descriptor right and the descriptor in the area. Select "Filtered mode". Now you will only see in the chart the shot which contains both the descriptors right and the descriptor in the area



Labels

Labels will able you to see a numerical representation of actions happened in a event, making easier to understand what happened during the event

You can make 3 different kinds of labels, the simple label, the time label and the data label

To make a simple label click on and set a name for the label, to change the colour of the label click

this label shows only text and can be use to organize the dashboard

To make a time label click on and set a name for the label, to change the colour of the label click

, this label shows a timer which is the time of the actual video .

To make a data label click on and select the categories and descriptors you want to show.

Example:

To make a label which show the total amount of actions made by a player on the right of the field click on the name of the player and on the descriptor right

To change the colour of the label click

To set a nickname for a label type the nickname on the corresponding box and select

now the label will you the text you set for it

Label without nickname:

Label with nickname:

To hide the text of a label and only show the numeric value of it click on

To show the amount of time during an action took place instead of the amount of action happened click on

Amount of actions happened:

Amount of time during the actions took place:

To create a label relative to a group select the categories or descriptors you want to see, then click on "Relative to a group" and choose the group which contains the categories or descriptors you selected before. Now the label show the value of the action selected in relation to the total amount of the group as a percentage, to see it as a absolute value click on

Percentage

Absolute value

To make a label which behaves as a sum of elements click on the category you want, then on the descriptor you want and lastly on " behave as sum" , when this option is active the label will show the total amount of the categories containing one of the descriptor summed to the total amount of categories containing the other descriptor.

Example:

To show all the shots on the right and all the shots in the area select the category shot, the descriptor right and the descriptor in the area. Select "behave as sum". Now you will see all the shot on the right and all the shots in the area as a single value.

To set an alarm set the value the label must reach to activate the alarm.

Example:

To set an alarm by goals make a label, select the category goals, set the value you want for each alarm level, for example 1,3,5. Now when the label reaches the value 1 the first alarm will activate, when the label reaches the value 3 the second alarm will activate and when it reaches value 5 the last alarm will activate.

Alarm 1:

Alarm 2:

Alarm 3:

4. Viewing and registering

Now the three options to view and record an event will be explained.

4.1 Register from file

4.2 Real-Time register

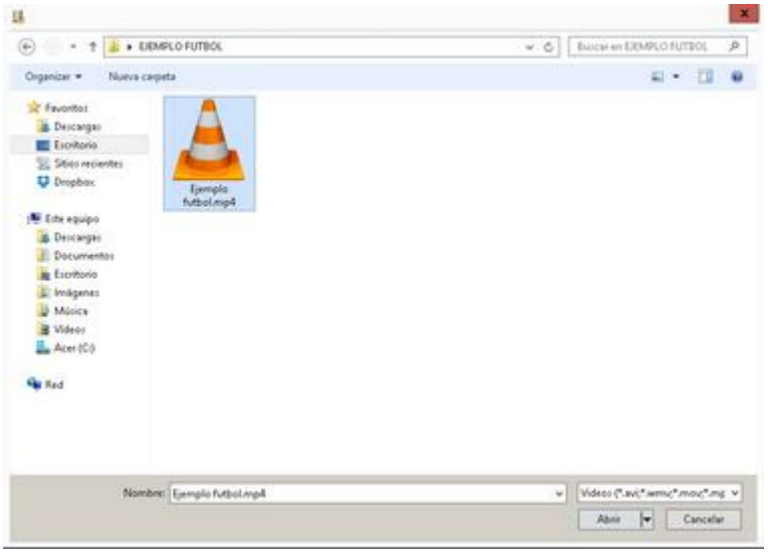
4.1 Register from file

This is the working environment in which a video file is seen and the actions are recorded by a category template created by the user.

Follow the steps below to work with this environment:

1.- Click on Register from File **on main menu.**

2.- Select the video file you wish to watch and click Open.



3.- Open or create a category template to record the actions of the generated video.

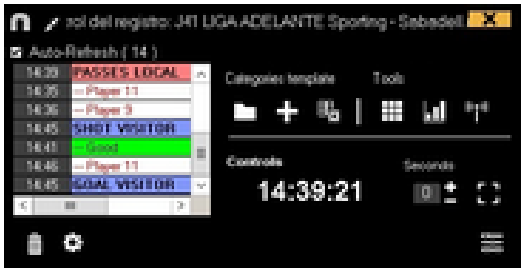
To create a category template, click .

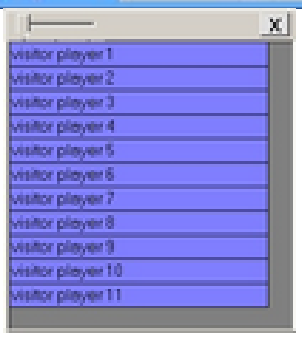
To open a category template, click

4.- To register actions.

Click or check the option **Register actions**.

Click the video image to play and then click on the categories (buttons) created for that purpose, as they arise.





Click the video to pause the playback.

To order registers History Click and select **Order registers History by time** or **Order registers History by creation**.

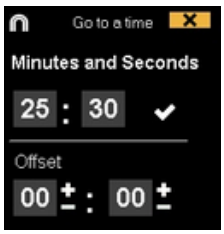
1- Order registers History by time: last action shown will be the last moment of the video registered.

2- Order registers History by creation: last action shown will be the last moment of the video registered in the current actions register.

Example: An analyst is reviewing a game for the second time and then he registers new actions in the middle of that event. With this new tool he will be able to choose how the registers are listed in the register control: whether the last one shown in the list is the last of the event or the last one clicked. The purpose of this feature is so that you can easily check the last registers created regardless of where they appear chronologically in the video.

Options for descriptors: Click and select **Last descriptor sets the end time for the category**. With this option, if a user registers a descriptor beyond the time set for a category, this category will change its final time to include this descriptor within the time of the category.

To draw onto the image, click . This drawing will be saved in you database. .



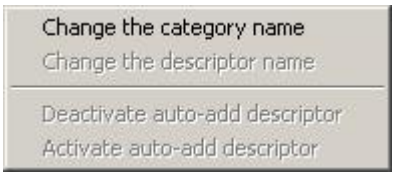
To go to a specific moment in the video, click , then select the time you want to go and click .

To add an independent text note press the Ctrl key (see annex 8.2 part 1.2)

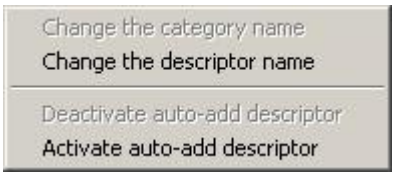
Click and the register control window will be minimized.

To quickly modify buttons, right click the button you want and choose what you want to modify on the drop-down menu.

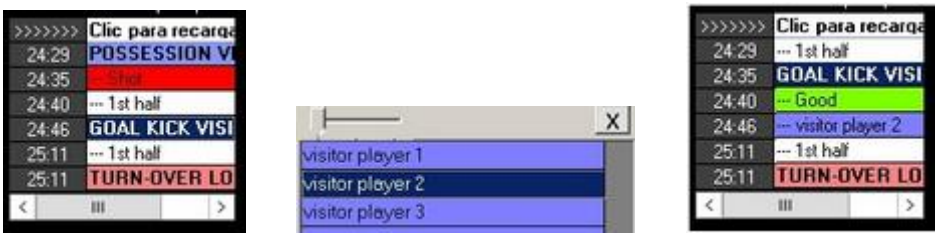
Categories' menu :



Descriptors' menu:



To add a descriptor on an already registered category, click the register in the box on the left of the register control window and click the descriptor you want to add.



Now the category contains the descriptors **Good** and **Visitor player 2.**

To add a note to an already registered category, click right the register which is in the box on the left of the register control window and add a note. By default, notes are equal to category descriptors.

To save the note, click .

To play, compare, classify or change the recorded actions, click to open the record editing environment (Timeline).

4.2 Real-Time register

This is the environment in which video images can be viewed from an external source (video camera, video converter, etc.) connected to the computer's FireWire port. While a video file is being created (digitized) with external images, users can use a category template to register actions.

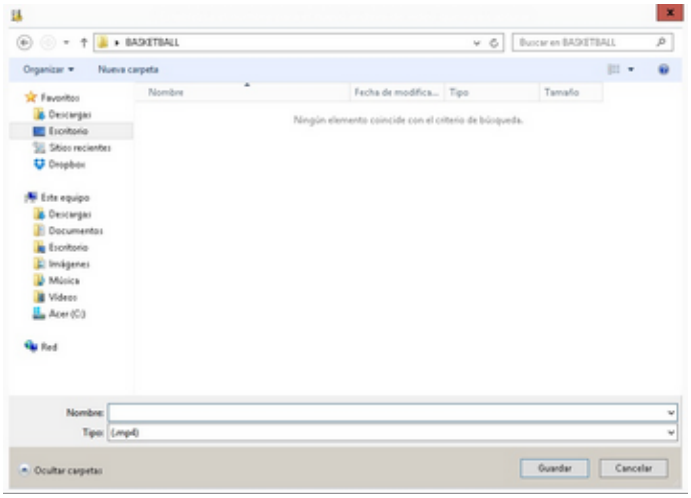
In other words, the video and the action registered are created simultaneously. At the end of the event, user will have all the actions in a Timeline, where they can be easily analysed and managed.

Follow the steps below to work with this environment:

1.- Connect the camera to the PC

2.- Click Real-Time Register **on the main menu.**

3.- Enter the name of the video file to be captured. Then click on Save**.**



4.- The video will be in .MP4 format and will be stored with compressed quality.

You can change the video format from the option menu by clicking in the register control window.

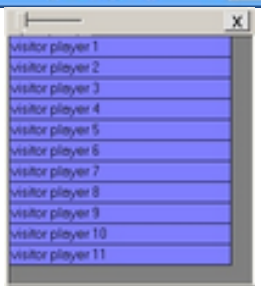
5.- Open or create a category template to record the actions of the generated video.

To create a category template, click .

To open a category template, click .

6.- To start the video capture, click .

Then click on the categories (buttons) created for that purpose as they arise.



To pause the video capture click .

To order registers History Click and select **Order registers History by time** or **Order registers History by creation**.

1- Order registers History by time: last action shown will be the last moment of the video registered.

2- Order registers History by creation: last action shown will be the last moment of the video registered in the current actions register.

Example: An analyst is reviewing a game for the second time and then he registers new actions in the middle of that event. With this new tool he will be able to choose how the registers are listed in the register control: whether the last one shown in the list is the last of the event or the last one clicked. The purpose of this feature is so that you can easily check the last registers created regardless of where they appear chronologically in the video.

Options for descriptors: Click and select **Last descriptor sets the end time for the category**. With this option, if a user registers a descriptor beyond the time set for a category, this category will change its final time to include this descriptor within the time of the category.

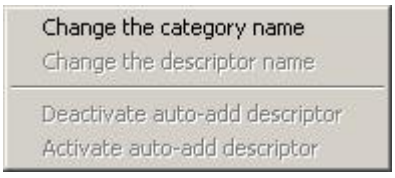
To draw onto the image in the current video, click . This drawing will be saved in you database.

To add an independent text note press the Ctrl key (see annex 8.2 part 1.2)

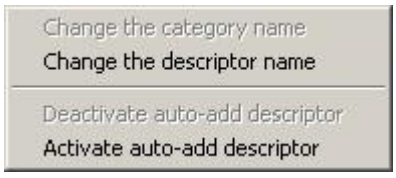
Click and the register control window will be minimized.

To quickly modify buttons, right-button click the button you want and choose what you want to modify on the drop-down menu.

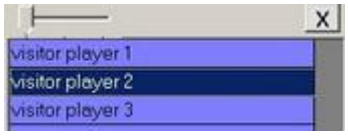
Categories' menu :



Descriptors' menu:



To add a descriptor to an already registered category, click the register in the box on the left of the register control window and click the descriptor you want to add.



Now the category contains the descriptors **Good** and **Visitor player 2.**

To add note to an already registered category, right click in the register in the box on the left of the register control window and add note. By default, notes are equal to the descriptors of the category.

To save the note click .

To play, compare, classify or change the recorded actions, click to open the record editing environment (Timeline).

4.3 Registering without Video Source

Actions from a sport event can be registered without a video opened or a capture device connected to the computer. For example: one person is recording a sport event and the other one can be on the other side of the pitch registering actions.

Once the event is over, database can be linked and synchronized with the registered actions on the respective video.

1- Click on Register without Video Source.

2.-Choose the name of the file to generate and click .

3.- Open or create a category template to record the actions of the generated video.

To create a category template, click .

To open a category template, click .

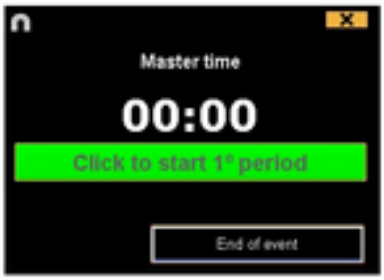
4.- To register actions.

Click

Click

to start registering.

Then click categories (buttons) created for that purpose as they arise.



To order registers History Click and select **Order registers History by time** or **Order registers History by creation**.

1- Order registers History by time: last action shown will be the last moment of the video registered.

2- Order registers History by creation: last action shown will be the last moment of the video registered in the current actions register.*Example:* An analyst is reviewing a game for the second time and then he registers new actions in the middle of that event. With this new tool he will be able to choose how the registers are listed in the register control: whether the last one shown in the list is the last of the event or the last one clicked. The purpose of this feature is so that you can easily check the last registers created regardless of where they appear chronologically in the video.

Options for descriptors: Click and select **Last descriptor sets the end time for the category**. With this option, if a user registers a descriptor beyond the time set for a category, this category will change its final time to include this descriptor within the time of the category.

To add an independent text note press the Ctrl key (see annex 8.2 part 1.2)

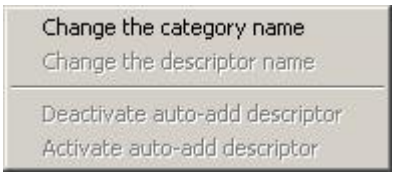
Click and the register control window will be minimized.

To stop registering the event click

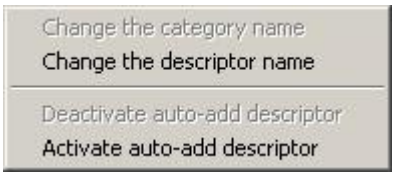
.

To quickly modify buttons, right click to the button you want and select what you want to modify on the drop-down menu.

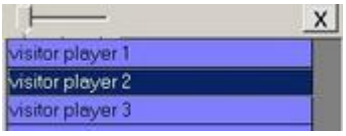
Categories' menu :



Descriptors' menu:



To add a descriptor to an already registered category click the register in the box on the left of the register control window and click the descriptor you want to add.



Now the category contains the descriptors **Good** and **Visitor Player 2.**

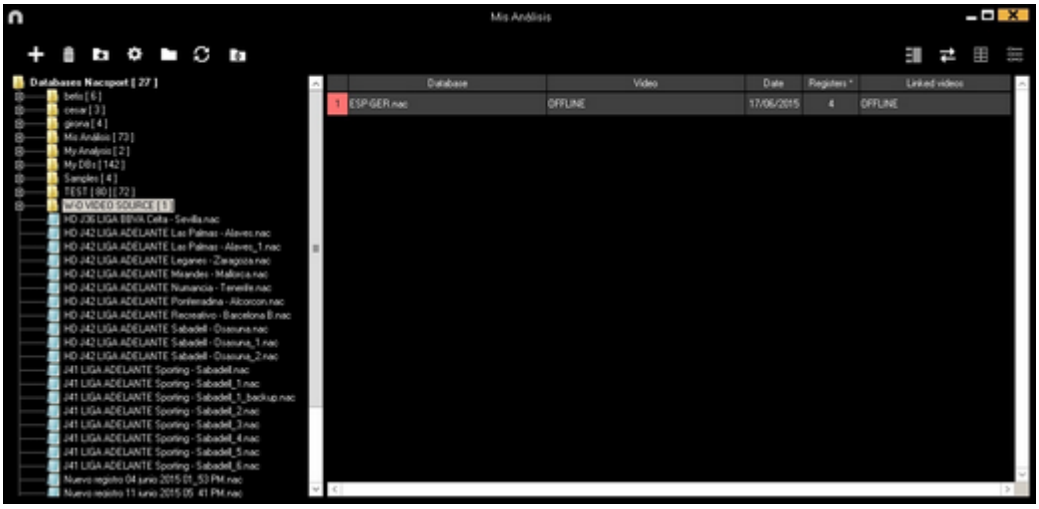
To add a note to an already registered category, right-click the register in the box on the left of the register control window and add the note. By default, notes are equal to the category descriptors.

To save the note click .

5.- Link a database with a video

When an event had been registered without video source it is necessary to link the created database with a video in order to get access to the Timeline, to do this click on **My analysis.**

Select database you want to link (it will be shown in red because it has no video linked).



Double click on database and click

Choose the video and click **Open.**

To play, compare, classify or change the recorded actions, click

5. Timeline

This environment contains all the registered action shown by categories (rows) in an intuitive Timeline in which you can modify you register, change its duration, add notes or drawings, etc. You can also make presentations or video to show your registers. Now all the Timeline options will be explained:

5.1 Timeline icons

5.2 Timeline Tools

5.1 Timeline icons

Show and hide all records (actions) in selected category.

Show the window to make lists of actions (presentations).

Show the window to make a video with the selected category or actions.

Show the window which generates a sequence of frames of the selected action.

Show the window to compare selected actions (8 maximum).

Show the 'Viewing and recording actions' environment.

Show the window to adjust the length or time interval of the records.

Open the window to draw the actual frame of the video.

Delete the selected register/s from the Timeline.

Open the properties window of the selected register in the Timeline.

Open the window which shows all categories and descriptors (Data Matrix).

Show the first frame of each category and all the drawings.

Timeline options.

Open exportation options.

Open the dashboards

5.2 Timeline tools

a. Show/hide register list

b. Presentations

c. Make a video

d. Frame maker

e. Compare actions

f. Synchronize Timeline

g. Drawing tool

h. Register properties window

i. Data matrix

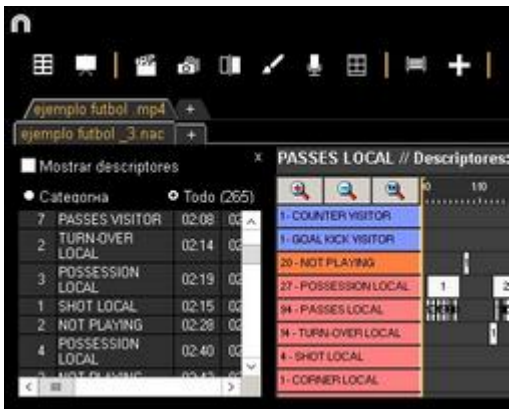
j. Timeline options

k. Export

l. Dashboards

5.2.1 Show/hide register list

This tool shows/hides the list of registers the Timeline contains in a clear and easy way.



Registers can be shown by categories or chronological order.

5.2.2 Presentations

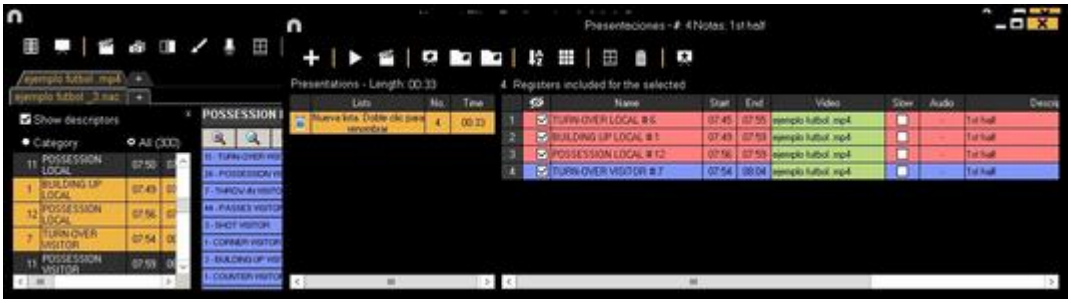
With this tool you can make a list with registers in order to create a presentation and then show them o make a video with them. In this version of the program you can use up to 5 different videos (databases)

5.2.2.1 To make a presentation

To make a presentation, click from the Timeline and then **Make a new presentation.**

Make a new list by clicking . You can change the name of the list by double clicking it.

Select register you want and press the key number **3** to add them to the list.



You can select registers on the left of Timeline or from the data Matrix.

To delete a list click .

You can also make a presentation with all the registers in the timeline by clicking and then choosing **"Make a presentation with the contents of the timeline"** option.

To edit registers from the presentation:

To edit a register from the presentation, double click it or click .

In this window, you can add notes, pictures and drawings. You can also change the duration of the register.

To change the length of a register, click on the start/end of a register and when the icon turns up, just drag the register to the moment that you want.

To add a drawing, click at the moment of the video you want to It will be saved in your database so it will be shown in the presentation.

To add a picture, click at the moment of the video you want to. It will be saved in your database so it will be shown in the presentation.

With these options, you can modify an already added drawing or picture.

You can add a note by typing what you want on the proper text box.

To go to the next register, click .

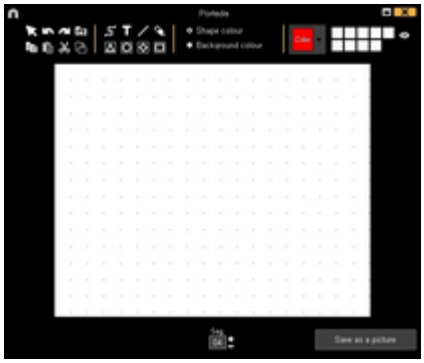
To edit the presentation:

You can organize the presentation in some different ways:

a) Lists: each list contains a kind of action.

b) Using front pages to split between a bunch of actions and another

To create a front page click

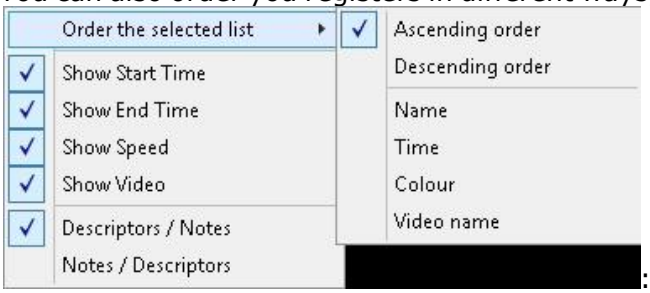


Click or to undo/redo the last changes

Click on to see the list of already created front pages, select **creation order** and the front pages will be ordered by creation date (newest or oldest first).

Modify the time while the front pages are shown selecting it on

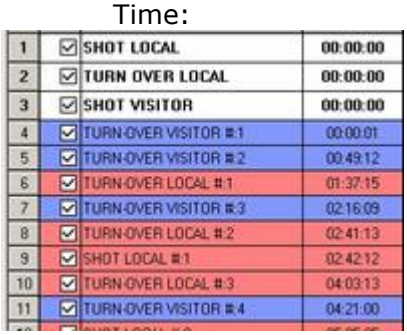
You can also order you registers in different ways, by clicking an then choosing one of these options



:

Name:

Time:



Colour:

To add an external audio file to the presentation click on

And then click and choose the file you want

Set list structure as favourite

With these options, users will be able to save a list structure to be used in future presentations.

To do this, right click the mouse over a list and select **Save the list structure as favourite**.

To load a list in the new presentation, right click the mouse and select **Load favourite lists**

If you want that your favourite list structure is loaded automatically select **Auto-load favourite lists for new presentations**

Import images as front pages into a presentation.

There are 2 options:

A) Select the image/images you want to import and drag them into the presentation window

B) Click on , select import image and then select the image/images you want to import.

Note: Each image you import will be added as a new front page in the presentation.

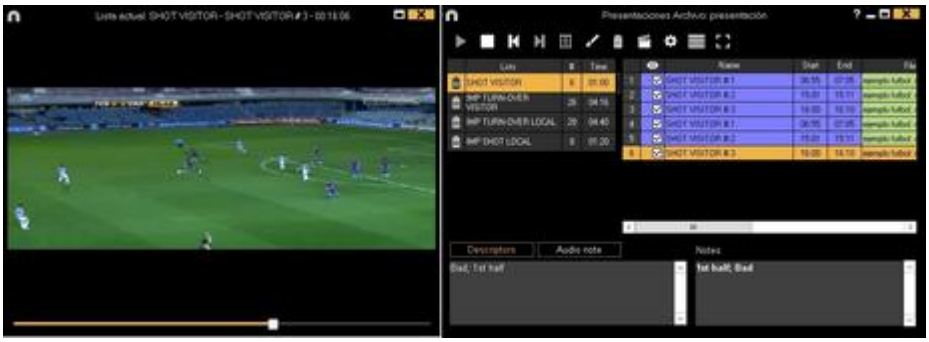
Copy, cut and paste registers in the presentation.

A) Select the register you want in a list, right mouse button click and choose copy or cut. Select the list where you want to paste the registers, right mouse button click and choose the paste option.

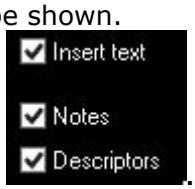
B) Select the register you want in a list, drag them into another list to copy them. rag them into another list while keeping pressed the Ctrl key to cut them.

5.2.2.2 Show a presentation

To show a presentation, click .



In this window, the presentation that you choose will be shown.

To show notes and descriptors of a presentation, click 

.

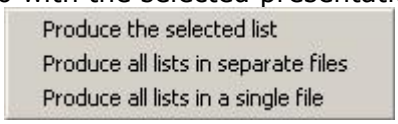
To reproduce a register after another with stopping the video, click

.

You can show the previous or next register by clicking or by pressing keys **1** and **2**.

To show the video on full screen, click .

5.2.2.3 To produce a presentation

To produce a video with the selected presentation, click and select one of the options in the drop-down menu 

.

You can select the output video format in the video production window.

Click to start the production.

Type the name of the file that will be produced and click on **Save.**

5.2.3 Make a video

With this tool you can make a video with the selected registers.

1-To make a video select the register you want in it an then click .

2- Select output format and quality you want and click .

By clicking

, a drop-down menu will appear showing more options for video quality.

To show notes in the video, click

and choose the option you want.

To add audio to the video click **Process audio** and choose the option you want.

To add an external audio file to the video click

And then click and choose the file you want

3- Type the name on the file you are going to produce a click on **Save.**

5.2.4 Frame maker

With this tool you can split a video into separate images.

1- Select a register and click on .

2- Select the amount of frames you want to extract from the video

Click to draw in current frame.

Click to save the actual image a .jpg file.

Click to save all images as .jpg files.

Click to play all the images.

Click to produce a video with all the extracted images.

5.2.5 Compare actions

With this tool you can compare up to 8 different videos (registers).

1- To compare registers just select them in the grid on the left of Timeline by keeping pressed Control key and clicking .

You can draw by clicking .

To synchronize the beginning of one of the videos, click until the moment you desire. Then, repeat the process with other videos.

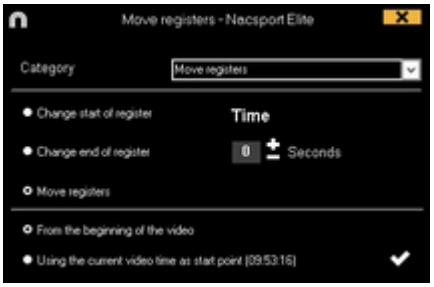
To play all the videos at the same time, click and .

To see the videos on full screen, click .

5.2.6 Synchronize Timeline

With this tool you can modify the time of you registers in an quick and easy way. This is useful for situation when the video is wrong synchronized so the registers do not show actions properly.

To open the tool, click .



Look in the box for the category you wan to modify if you want to modify all the registers of a single category.

Look for all the registers of you database.

Select what you want to modify (beginning or end of a register, or moving the time of a register) and then select how much time in positive to move to the right in negative to move to the left.

5.2.7 Drawing tool

With this tool you can add a draw onto an exact moment of the video.

To make a draw click .

To undo or redo a draw click or respectively.

To save the draw as a .jpg file click .

If you want you drawing to appear in presentation and videos, click **Save in the database**. Drawing will be shown for 5 seconds by default.

5.2.8 Open a database in the Timeline

With this tool you can work with as many databases as you want in a single timeline. This allows to make presentations and videos of several events.

To add a database, click .

Select a database. Double click it and click **Go to the Timeline**, or select several databases and click .

To change from a database to another one, click the tab you want.

To create a presentation with registers from several databases, make a new presentation and add the registers you want. Then, select another already opened database in the timeline and add the registers to the opened presentation.

5.2.9 Register properties window

In this window, you can modify timing and drawing of your registers, but also add notes and descriptors.

To open the registers' properties window, click or double click a register.

To modify a drawing, click .
To add a picture to the register, click on .

You can add a note by typing what you want on the proper text box.
To add a descriptor, select one in the descriptor list and click .

To modify the time of the register, drag the beginning or the end of the register to the moment you want.
To go to the next register click . To go to the previous register, click .

5.2.10 Data matrix

In this window you can see in a clear and quick way all the categories and descriptors. You can consult numerically all the actions registered and see them immediately.

To access to the data matrix, click .

To add a selected register in the data matrix to a presentation, click or press key **3** if the presentation is already opened.

To produce a video with the register selected in the data matrix, click .

To open the register properties window, double click a register or click .

To export the data matrix, click and choose one of these options

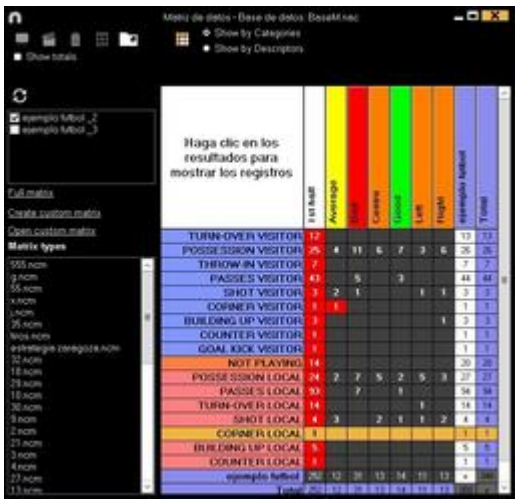
Multiple matrix

To make a multiple data matrix, you have to have a second database opened in the Timeline (See section 5.2.9)

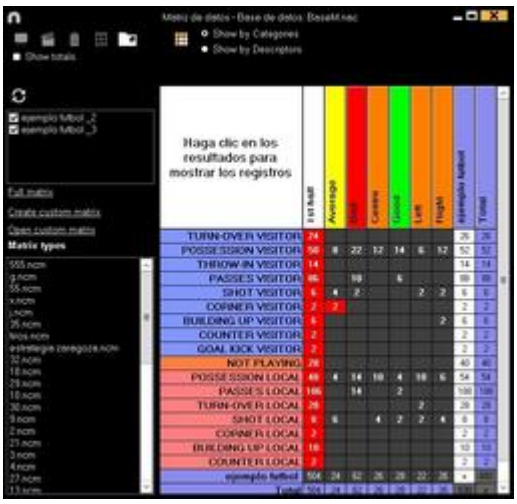
Click " Make a multiple data matrix with all the opened databases " and choose the databases you wan to see in the matrix

Click

Simple data matrix:



Multiple data matrix:

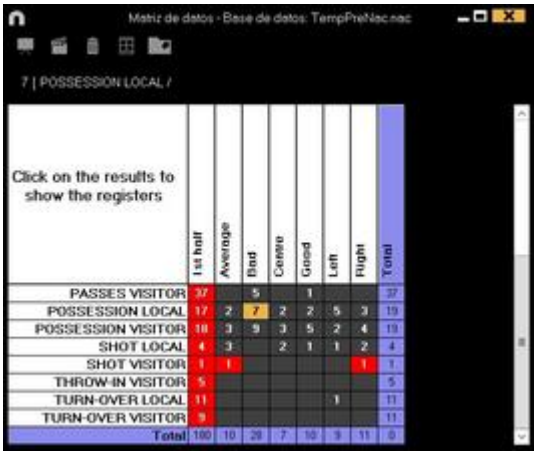


Data matrix from presentation's list

You can also make a data matrix that only shows the register you have in a list:

Open a presentation

Select a list and click



5.2.11 Timeline options

Zoom : you can maximise or minimise the Timeline. To show the entire Timeline, click

Change the start or end of a record: position the cursor on the left (start) or right (end) of the record and when it changes to . Left click and drag it in one of the two possible directions.

Temporary displacement of record (without affecting its length):place the cursor in the centre of the record and when it changes to . Left click and drag it in one of the two possible directions.

Add category : Right click the name of a category (row) and select **Add row**.Then enter a name and click on **Ok**. Timeline can have a maximum of 50 categories or rows (depending on the number of categories previously created in the buttons template).

Edit category name (row): Right click the name of the category to be edited. Select **Edit category name** and click .

Delete category (row): Right click the name of the category to be deleted. Select **Delete row** and click **Yes**.

Duplicate category (row): Right click the name of the category to be duplicated and select **Duplicate row**.

Order the Timeline: Right button click on any category and choose "Order the Timeline by...". You can order the Timeline by colour, name, number of registers o customized.

Make a new register in a category: select the category in which the register will be made, place the vertical position marker at the moment you want, right button click on the selected category and click **Make a new register in this category** or press the "C" key.

Show/hide a category: Select the category you want and click the **Hide category** or **Show category** option.

Show/hide total sum of registers: Right button click on the Timeline and select the **Show/hide total sum of registers**

Add databases of the same video: This option mixes all databases of a same video in a single database. This feature is useful in case two or more people are working in the same action registering from two or more computers

Follow these steps:

1- Click icon and select **Add database (from the same video).**

2- Select a database and click **Open.** Registers from this database will be automatically added to previously opened database.

Hide/show TimeLine: From the Timeline's options menu, select **Hide Timeline**.

Note: whilst the TimeLine is hidden, registers can be only viewed by categories and not in chronological order.

Merge overlapped registers: with this option the register that are overlapped will became a single register

Note: once the registers have been merged, this change cannot be undone.

5.2.12 Export

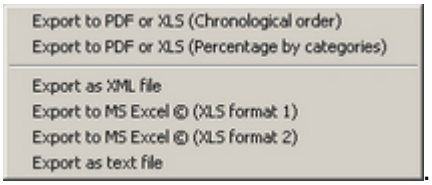
With this tool you can export you database in some different ways:

- As .XLS file showing the registers in chronological order.

- As .XLS file showing the percentage of categories.

- As. XML file in order to work with other programs.

- As .XLS file.

To export, click and select desired option 

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5.2.13 Dashboards

Charts

The charts will allow you to see a graphical representation of the actions happened in the event, making easier to understand what happened during the event

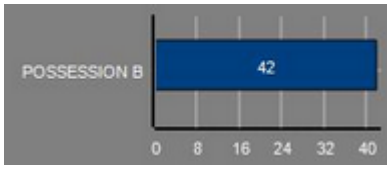
To create a dashboard click on and select "make a new chart"

Choose the kind of chart you want to make and then click on the categories and descriptors you want to show. The pie and donut charts can only contain a single category in the case of adding descriptors, the lines chart can contain only categories or only descriptors

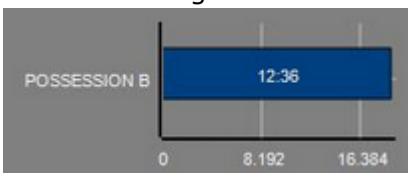
To change the colour of any element in the chart click on it and choose the color you want. To add the same color to all the elements you are adding to the chart clic on "Same colour for each series"

To show the amount of time during an action took place instead of the amount of action happened click on

Amount of actions happened:



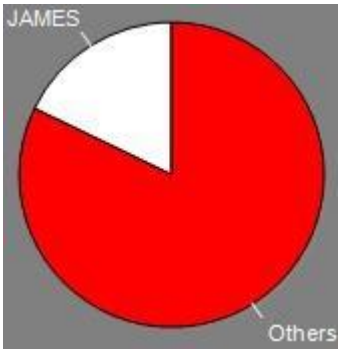
Amount of time during the actions took place:



To create a chart relative to a group select any of the pie or donut charts and click on the categories or descriptors you want to see, then click on "Relative to a group" and choose the group which contains the categories or descriptors you selected before. Now the chart show the value of the action selected in relation to the total amount of the group

Example:

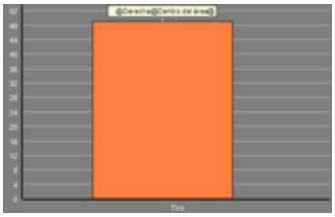
If you select a player relative to a group which contains the total amount of player you can see participation of a player in relation the participation of the rest. To do this select the player you want, select "Relative to a group" and select the group which contains all the players.



To create a chart which works as a filter click on the category you want, then on the descriptors you want and lastly on "Filtered mode", when this option is active you will only see the categories which contains all the descriptors selected at the same time

Example:

To see all the shot on the right in the area select the category shots, the descriptor right and the descriptor in the area. Select "Filtered mode". No you will only see in the chart the shot which contains the descriptors right and the descriptor in the area at the same time



Labels

Labels will able you to see a numerical representation of actions happened in a event, making easier to understand what happened during the event

You can make 3 different kinds of labels, the simple label, the time label and the data label

To make a simple label click on and set a name for the label, to change the colour of the label click

this label shows only text and can be use to organize the dashboard

To make a time label click on and set a name for the label, to change the colour of the label click

, this label shows a timer which is the time of the actual video .

To make a time label click on and select the categories and descriptors you want to show.

Example:

To make a label which show the total amount of actions made by a player on the right of the field click on the name of the player and on the descriptor right

To change the colour of the label click

To set a nickname for a label type the nickname on the corresponding box and select

now the label will you the text you set for it

Label without nickname:

Label with nickname:

To hide the text of a label and only show the numeric value of it click on

To show the amount of time during an action took place instead of the amount of action happened click on

Amount of actions happened:

Amount of time during the actions took place:

To create a label relative to a group select the categories or descriptors you want to see, then click on "Relative to a group" and choose the group which contains the categories or descriptors you selected before. Now the label show the value of the action selected in relation to the total amount of the group as a percentage, to see it as a absolute value click on

Percentage

Absolute value

To make a label which behaves as a sum of elements click on the category you want, then on the descriptor you want and lastly on " behave as sum" , when this option is active the label will show the total amount of the categories containing one of the descriptor summed to the total amount of categories containing the other descriptor.

Example:

To show all the shots on the right and all the shots in the area select the category shot, the descriptor right and the descriptor in the area. Select "behave as sum". Now you will see all the shot on the right and all the shots in the area as a single value.

To set an alarm set the value the label must reach to activate the alarm.

Example:

To set an alarm by goals make a label, select the category goals, set the value you want for each alarm level, for example 1,3,5. Now when the label reaches the value 1 the first alarm will activate, when the label reaches the value 3 the second alarm will activate and when it reaches value 5 the last alarm will activate.

Alarm 1:

Alarm 2:

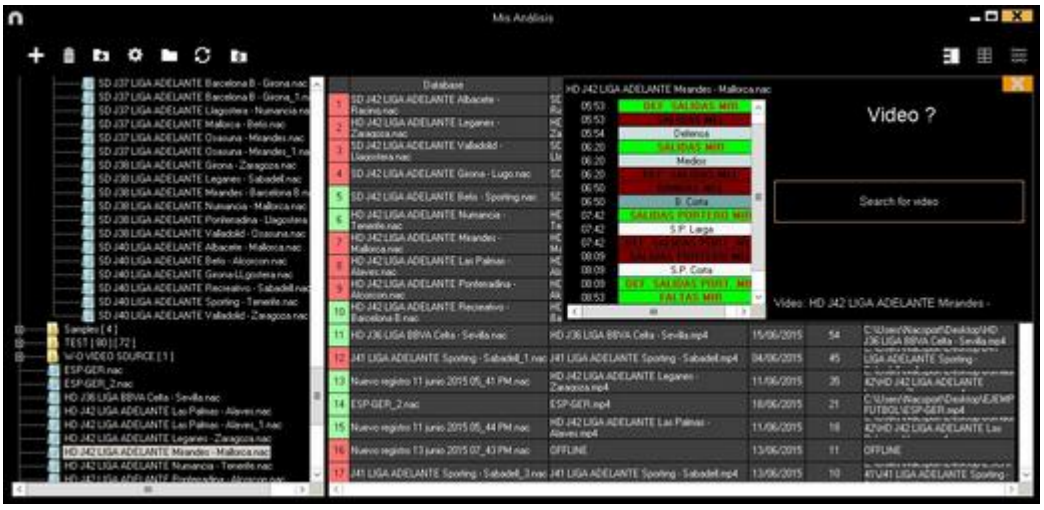
Alarm 3:

6. My analysis

In this environment you can consult all the databases created or imported by the user.

To access to presentation, timeline or registering environment, double click the name of any green database you want and choose want you want to do.

If the databases is shown in red colour, this means that there is no video linked to that database due it is in a different place, it was deleted or it has another name. If the video was not deleted, you can link it with by double clicking the name of the database a looking for the video.



You can also:

Make subfolders: Click any folder and then click .

Delete folders (and the databases in it) or delete databases: Click any folder (or database) and then click .

Assign a favorite folder: Click any folder you want and then click .

Choose folders' path: Click and then select the path.

Open several databases at the same time: Choose the databases you want and click **open selected databases** these databases will be opened at once in the Timeline

Open databases folder: Click icon.

7. Tools

7.1 Merge and convert video files

7.2 Import/Export .XML Files

7.3 Import databases from Tag&Go

7.4 Import OPTA databases

7.1 Merge and convert video files

With this tool you can convert multiple video files into one video file in .AVI format. Input formats supported by Nacsport are: .AVI, .WMV, .MOV, .MPEG, .MPG, .MOD, .M2V, .MTS, .M2TS, .VOB, .MP4 and .AVS.

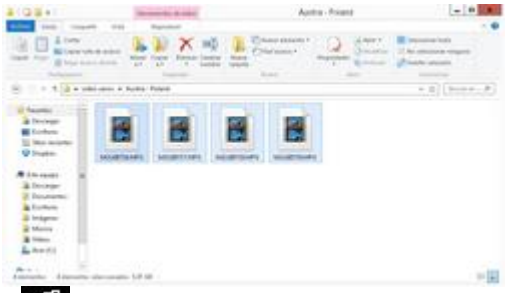
To use this tool, follow these steps:

1- In the Nacsport main menu, click on **Tools.**

2- Click on **Convert MPEG-2 to .AVI.**

3- Click .

4- Select the video(s) you want to convert to .AVI and click on **Open.**



5- Click .

6- Enter a name and select a location for the video that will be generated.

7.2 Import/Export .XML Files

* To **import a .XML folder**:

a) At the main menu of the program, click on **Tools.**

b) Select **Import.**

c) Select **Import .XML of Gamebraker and SportsCode.**

d) Click .

e) Look for the .XML folder and double click it.

f) Select name and destination for the **.NAC Database** and click on **Save.**

g) In the section 3, click .

h) Select the video which you want to link with the **.NAC Database** and double click it.

i) Click on **Open the Timeline.**

* To **export a .XML folder**:

a) Once the Timeline is opened with the folder to export, click .

b) Select **Export .XML.**

c) Select name and destination. Then, click **Save.**

7.3 Import databases from Tag&Go

In Main Menu,in the tools section, select **Import/Import from Tag&go**

Click and select database to import.

7.4 Import OPTA databases

In Main Menu, select **Import/Import F24 Opta**

Click and select file to be imported

Click and select video to be linked

Click

8. Annex

8.1 Import and export databases

8.2 Real time streaming

8.3 Nacsport on the web

8.4 Update 2.200

8.1 Import and export databases

Import and export Nacsport databases is as easy as copy the database you want and paste it in another PC.

Export:

You can use 2 different methods:

1.- **From My documents folder**

1-Go to **My documents** folder.

2- Open **NAC SPORT DATA** folder

3- Open **Databases Nac** folder

4- Copy the .NAC files you want from this folder

2.- **From Nacsport databases**

1- From Nacsport main menu click **Nacsport databases.**

2- Select the database you want to export.

3- Right click the database and click **Copy**.

Import:

You can use 2 different methods:

1.- **From My documents folder**

1- Go to **My documents** folder.

2- Open **NAC SPORT DATA** folder.

3- Open **Databases Nac** folder.

4- Paste .NAC files you want from this folder.

2.- **From Nacsport databases**

1- From Nacsport main menu, click **Nacsport databases.**

2- Right click any folder and click **Paste to import** an already copied file.

8.2 Real time streaming

This tool allows you to stream in real time all the data you get while registering an event through a local network and into any device in that same network

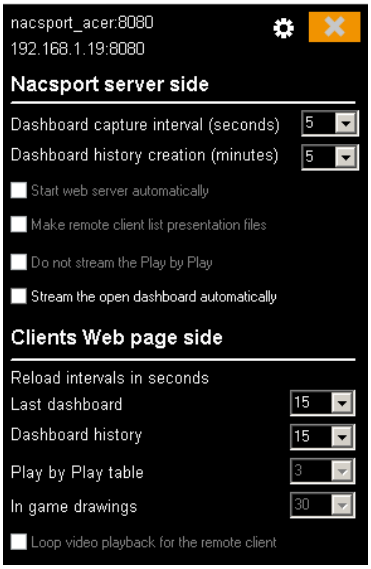
Streaming from registering environment:

To do this click on in the registers control window in the registering environment.

To stream a dashboard click on select the dashboard you want to open and clic on

Set in any internet browser in any device your computer's IP. You can find you IP in the upper-left corner of you window

To change the streaming settings click on



To change the time interval in which the data is streamed to the devices click on the drop-drown list of the option you want to change

To choose the refresh time of the data in the device which receives the streaming click on the drop-drown list of the option you want to change

To automatically begin the streaming of a dashboard when you open it click on

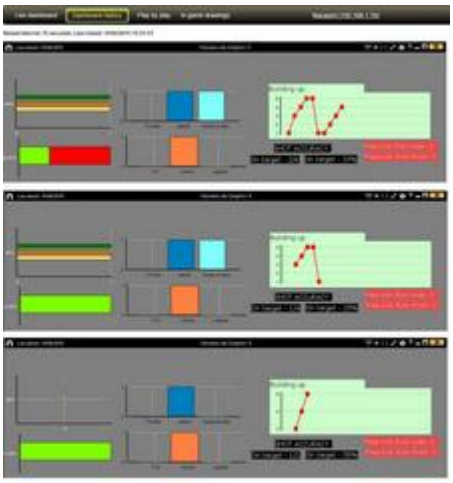
To see the streamed data type the IP of you PC in any internet browser in any device connected to the same local network your PC is connected to.

To see a dashboard in real time click/tap on "Live dashboard"

In this environment you will see the actual view of the dashboard which is showing in the registering data PC

To see an historical record of the dashboards though an event click/tap on "Dashboard history"

In this environment you can see the evolution of an event though the dashboards generated during that event



8.3 Nacsport on the web

E-mail: info@nacsport.com

www.Nacsport.com

Facebook

Twitter

LinkedIn

8.4 Update 2.200

1 CATEGORY TEMPLATES/ REGISTER OF ACTIONS

1.1 Dashboards

Charts

The charts will allow you to see a graphical representation of the actions happened in the event, making easier to understand what happened during the event

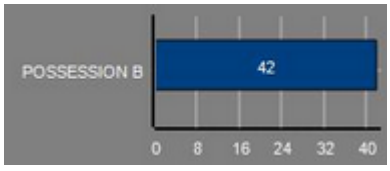
To create a dashboard click on and select "make a new chart"

Choose the kind of chart you want to make and then click on the categories and descriptors you want to show. The pie and donut charts can only contain a single category in the case of adding descriptors, the lines chart can contain only categories or only descriptors

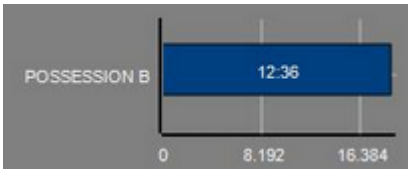
To change the colour of any element in the chart click on it and choose the color you want. To add the same color to all the elements you are adding to the chart click on "Same colour for each series"

To show the amount of time during an action took place instead of the amount of action happened click on

Amount of actions happened:



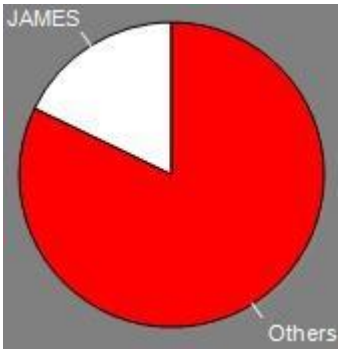
Amount of time during the actions took place:



To create a chart relative to a group select any of the pie or donut charts and click on the categories or descriptors you want to see, then click on "Relative to a group" and choose the group which contains the categories or descriptors you selected before. Now the chart show the value of the action selected in relation to the total amount of the group

Example:

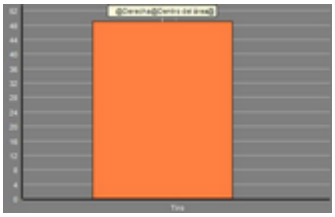
If you select a player relative to a group which contains the total amount of players you can see participation of a player in relation the participation of the rest. To do this select the player you want, select "Relative to a group" and select the group which contains all the players.



To create a chart which works as a filter click on the category you want, then on the descriptors you want and lastly on "Filtered mode", when this option is active you will only see the categories which contains all the descriptors selected

Example:

To see all the shot on the right in the area select the category shots, the descriptor right and the descriptor in the area. Select "Filtered mode". Now you will only see in the chart the shot which contains both the descriptors right and the descriptor in the area



Labels

Labels will able you to see a numerical representation of actions happened in a event, making easier to understand what happened during the event

You can make 3 different kinds of labels, the simple label, the time label and the data label

To make a simple label click on and set a name for the label, to change the colour of the label click

this label shows only text and can be use to organize the dashboard

To make a time label click on and set a name for the label, to change the colour of the label click

, this label shows a timer which is the time of the actual video .

To make a data label click on and select the categories and descriptors you want to show.

Example:

To make a label which show the total amount of actions made by a player on the right of the field click on the name of the player and on the descriptor right

To change the colour of the label click

To set a nickname for a label type the nickname on the corresponding box and select

now the label will you the text you set for it

Label without nickname:

Label with nickname:

To hide the text of a label and only show the numeric value of it click on

To show the amount of time during an action took place instead of the amount of action happened click on

Amount of actions happened:

Amount of time during the actions took place:

To create a label relative to a group select the categories or descriptors you want to see, then click on "Relative to a group" and choose the group which contains the categories or descriptors you selected before. Now the label show the value of the action selected in relation to the total amount of the group as a percentage, to see it as a absolute value click on

Percentage

Absolute value

To make a label which behaves as a sum of elements click on the category you want, then on the descriptor you want and lastly on " behave as sum" , when this option is active the label will show the total amount of the categories containing one of the descriptor summed to the total amount of categories containing the other descriptor.

Example:

To show all the shots on the right and all the shots in the area select the category shot, the descriptor right and the descriptor in the area. Select "behave as sum". Now you will see all the shot on the right and all the shots in the area as a single value.

To set an alarm set the value the label must reach to activate the alarm.

Example:

To set an alarm by goals make a label, select the category goals, set the value you want for each alarm level, for example 1,3,5. Now when the label reaches the value 1 the first alarm will activate, when the label reaches the value 3 the second alarm will activate and when it reaches value 5 the last alarm will activate.

Alarm 1:

Alarm 2:

Alarm 3:

2 REGISTER OF ACTIONS

2.1 Real time streaming

This tool allows you to stream in real time all the data you get while registering an event through a local network and into any device in that same network

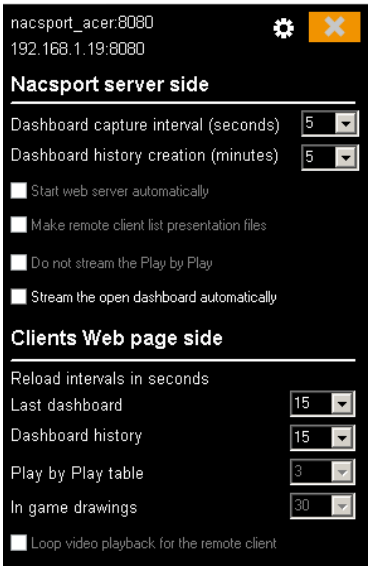
Streaming from registering environment:

To do this click on in the registers control window in the registering environment.

To stream a dashboard click on select the dashboard you want to open and clic on

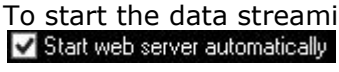
Set in any internet browser in any device your computer's IP. You can find you IP in the upper-left corner of you window

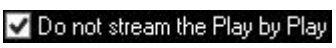
To change the streaming settings click on

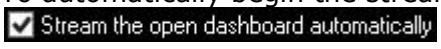


To change the time interval in which the data is streamed to the devices click on the drop-drown list of the option you want to change

To choose the refresh time of the data in the device which receives the streaming click on the drop-drown list of the option you want to change

To start the data streaming automatically each time you start a new registering clic on


To not stream the plays in real time click on 

To automatically begin the streaming of a dashboard when you open it click on


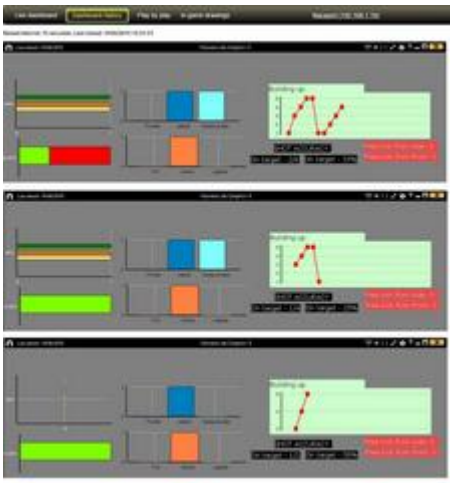
To see the streamed data type the IP of you PC in any internet browser in any device connected to the same local network your PC is connected to.

To see a dashboard in real time click/tap on "Live dashboard"

In this environment you will see the actual view of the dashboard which is showing in the registering data PC

To see an historical record of the dashboards though an event click/tap on "Dashboard history"

In this environment you can see the evolution of an event though the dashboards generated during that event



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